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Ma'at - Goddess of Truth & Justice Join Date: June 3, 2003 Location: New York Age: 35 Posts: 3,302 I entered the Flaming Fist Headquarters, talked to Scar although I didn't complete any quests yet, and I told him I haven't found anything yet, but I'd like to keep searching. Then he left. Where'd he go? I assumed garrisons, but I could never understand where the fist barracks were flaming (which also means I never managed to get my award after completing their last task). No, I just lied about being a thief Page 2 01-26-2004, 10:29 AM #1 Elite Waterdeep Guard Join Date: February 12, 2002 Location: TWINSBURG Posts: OH: 48 I have flooded the mines but still cant get into Balder's Gate. What am I missing? Thanks for your help! 01-26-2004, 12:34 pm #2 Zartan Join: May 20, 2003 Location: near Aberdeen, Age of Scotland: 31 posts: 5,225 You've gone outside the mine and talked to miners (absolutely make sure you don't have to do so but may trigger the end of the season)

01-26-2004, 02:42 PM #3 Join Date: November 15, 2001 Location: London, UK Age: 30s : 568 Tytonk, this is a problem that comes up quite a bit. You're sure you've done everything in the mines to get into the Balsor Gate you need to start Chapter 5. check your journal to make sure you do. You need to kill the davaeorn and then take the scrolls on her body, if you have not done so and you just plain don't know which maps to walk through to get to town. Luckily, you say your magazine says Chapter 5, so we know that you did the cloakwood mines correctly, and you won't have to revise/edit/yada yada yada. How to enter the Baldor Gate for Dummies:Kill Davaeorn, read important notes in your locked chest, lift into the first level of mines. Flood that sucker. Leave the abs to stick and return to the friendly arm house. bathe. Two, I'd rather. go north. Continue north until you see a bridge. Someone named Oscar asks if you were in charge of Fisco in the disfigured mines, maybe you choose to tell the truth, you might choose to lie. The honest answer is yes. A road leads to the west end of the bridge. Follow that road where the road meets a stone wall, the IMF's invisible road vault. Walk back & forth in front of it until you can see the ground on the other side of that wall. Mouse over it patch from the ground until you wheel the icon wagon which means you can travel to the next map. Welcome to B.J. City. Prepare for about 3 dozen quests, all at a time. Bow to my encyclopedia knowledge and infinite wisdom. Take a link in my Sig and read the guide. read well. Especially Chapter 13 (I think it's chapter 13.....) You're a thief and a liar. No, I just lied about being a thief 01-27-2004, 02:17 AM #9 Ironworks Admin Join: June 10, 2001 Location: 01-26-2004, 08:54 PM #8 Ma'at - Goddess of Truth & Justice Join Date: June 3, 2003 Location: New York Age: 35 Posts: 3,302 Quote: Originally posted by SixOfSpades: TYTONK, tell me exactly where you are and I'll tell you what your problem (probably) is and how to fix it. I guess you can either vault an invisible way into your BG City (a very common problem) or you just plain don't know which maps to walk through to get to town. Luckily, you say your magazine says Chapter 5, so we know that you did the cloakwood mines correctly, and you won't have to revise/edit/yada yada yada. How to enter the Baldor Gate for Dummies:Kill Davaeorn, read important notes in your locked chest, lift into the first level of mines. Flood that sucker. Leave the abs to stick and return to the friendly arm house. bathe. Two, I'd rather. go north. Continue north until you see a bridge. Someone named Oscar asks if you were in charge of Fisco in the disfigured mines, maybe you choose to tell the truth, you might choose to lie. The honest answer is yes. A road leads to the west end of the bridge. Follow that road where the road meets a stone wall, the IMF's invisible road vault. Walk back & forth in front of it until you can see the ground on the other side of that wall. Mouse over it patch from the ground until you wheel the icon wagon which means you can travel to the next map. Welcome to B.J. City. Prepare for about 3 dozen quests, all at a time. Bow to my encyclopedia knowledge and infinite wisdom. Take a link in my Sig and read the guide. read well. Especially Chapter 13 (I think it's Chapter 13.....) basically, crossing the bridge, talking to Oscar, going to the northwest edge away from the map (although not in very corners, just a little below that), and enter. I had the same problem myself the first time I played B.

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No, I just lied about being a thief 01-27-2004, 02:17 AM #9 Ironworks Admin Join: June 10, 2001 Location: Pastier Reyes, Singapore Age: 37s: 11,063 Slightly High on Your Clouds, SixOfSpades? [img]tongue.gif[/img] 01-27-2004, 02:49 AM #10 Date symbol joining Sirik: April 20, 2003 Location: Sarasota, Florida, USA Age: 37s: 1,101 Quotes: Originally posted by Dundee Slaytern: Slightly High on Your Clouds, SixOfespad? [img]tongue.gif[/img] just because we're the ones who put him there. [img]tongue.gif[/img] [img] alt=" " Previous Topic | Next Topic » Currently active users are viewing this thread: 1 (0 members and 1 guest) Send your rules you may send new threads you may send your attachments may you may not edit HTML code at all times GMT-4. The time now is 07:16 p.m. Residents are available by the Community Content Organization under CC-BY-SA unless otherwise noted. Edited the share of flaming fist coats of Baldoran Wynn's Gun Seats rock Baldor Eltan Gate from 1993 dr. Older Ravengard as of 1482 Dr. 160 (~1360 DR) 2000 (1360 DR) 1356 DR) 6000 (1482 DR) DragonZhentarim cult flaming fist, or flaming fist, was a mercenary company based in the town of Balsor Gate on Sword Beach, where its members served as city guards. [2] They are one of the most powerful and expensive fighting forces in all realms during the 14th century DR,[3] motivated primarily by the promise of wealth and glory of victory, though they edge alongside promoting order across the realm. [4] While the fist operations base was in the town of Galdor, they had Fords and other facilities in Ancorum, Cholt and Tetri. [4] The latter proved to be a source of recent recruitment by Duke eltan during his decades-long civil war. [5] They also worked outside the town and their forts; [5] expanded their sphere of influence just south of Beregost but stopped before Nashkel. [6] Members[edit | edit source] Ulder Ravengard, Marshal of the Durling 1921, the company was led by 10 senior officers, including Oscar master-tactical professor, powerful founder and co-founder and company leader, Grand Duke Eltan. [3] Other leaders included Bluearion, Cloraoke, Blanc, Ninoo, Kuruoloh, Desdiac and Ulym Tol. These flaming fist-bumped officers served as commanders on the battlefield, bodyguards during intense and high-risk negotiations, and often as a protective bulge for Eltan and Morone when they struggled. [7] After near-catastrophic expeditions to Mastica and Ancorum during the doctor's early 1981, more than half of the senior officers were either killed, lost or absent from the Balsor Gate for the new reasons they had served from it. Along with the surviving Coruelo, a new generation of officers were inducted into flaming punches including Lendali Firehair, Hercules the Hammer, Skot-sar, Delandria Kalvistalk the Huner and Morgan Redwing. [4] During the mid-15th century DR, the Grand Duke of Abdul Adrian as Marshall ignited punches until his death in the year of an ageless, 1479 DR.[8] he was led by Older Ravengard, who also ascended to the Office of the Grand Duke of Balder Gate within a decade. [9] [10] The organization[edit | editing the source] ignited a flaming fist under the military hierarchy. They rarely recruited locals to help with their missions, except in cases of consultants or desert guides. [4] Ranked from the late 15th century DR, flaming fist contains six hierarchical ranks. In the descending order were their authority:[11] Marshall, the public blaze of fists, the equivalent of the great flame, the officer who served as Lieutenant Manip, sergeant of the flaming fist of Gauntlet, comparable to a handful of corporals, was ranked private soldiers of some of the high-ranking members of the flaming fist who served on the Baldorian Council four. [12] [13] Forces[edit | edit source] As of the year 1358 DR, the Flaming Fist consisted of:[3] In addition to their fighting force, the Flaming Fist 4,000 horses, over 3,000 pack mules to carry their equipment and haul away looted treasure. They are typically brought along by 9 wagons, packed with weapons, food and drink, medical supplies and siege weapons. The wagons were well-armored, lined with dragonhide to provide fire protection and provided a protective barrier from which fist archers could shoot their arrows. [3] They had collected a large cache of useful items during their operations, including both mundane and magical items. [4] Notable locations[edit | editing source] Balsur Gate: Fort Boulevardia: Fort Flame: This section is a tenacious one. You can help us by expanding it. Relations [Editing | Edit Source] Many large enemy organizations openly oppose flaming punches, including rival mercenary companies, Zhentarim and cult of History[edit | edit source] The Flaming Fist Mercenary Company, as it was then called, was founded in the 1330s DR[note 1] by Eltan, a formidable fighter and Grand Duke of Baldu's Gate. During the Hard Wars, 300 members were recruited by Sambia to fight the overwhelming Forces of Twegan. [5] While Tatier was leaderless during Tatirian's interregnum, Duke Eltan hired small-fisted platoons at a very discounted rate. He was believed to have done so in the hope of being invited to the Tatirian court, seeking to create a dependent government he had control over. [5] Exploration[edit | edit source] Guided by his fascination with the explorer Balduran, Eltan arranged for an 150-strong expedition into the jungles of Chult led by the officers Beluarion and Nenon. When he was the word of Mestica's discoveries by the Golden Legion of Amenin in the post-1982 DR, he arranged for an expedition led by fists to the new world in 1985 DR, hoping to discover baldoran's final resting place, on the unknown continent of Ancorum. [5] He was not satisfied with the lands settled by the southern neighbors to balder gate, the flaming fist of his four leading officers, Blanc, Desdrock, Ulym Tol and Oscar, led 500 flaming fists, along with 200 horses and a large cargo from Lantan Island. They immediately faced problems in the form of disease and storms. While the clergy restricted the fist spreading the disease, they lost three vessels, one designated as a clinic for explorers far from the sea, which housed most divine healers. The remaining fist explorers landed in Helmsport and re-supplied and hired on 60 Mastican Eagle Knights to re-fill their numbers. Flaming fist explorers divided their troops, with Desedrak, Yulimtul and just over 200 mercenaries ventilated northwest across the newly discovered continent to find the legendary city of gold, while the remaining 300-plus continued sailing north in search of the legendary Ancorum. The former group never heard of it again, while the latter lost a third of its ships, which were battling inadvertently from the undersea city of Itzkali, but were led further north by Oscar. Arriving at the mouth of a bay called Baldoran Bay, mercenaries discovered the remaining fists of a lush land inhabited by wild elves, unlike they knew in Farron. While they invested domestically, the remaining fist vessels were sunk by massive whale-like marine animals. The elves they encountered were extremely hostile, and the flaming fist was forced to retreat from their territory to shore. The remaining 100 probes, led by Oscar and Blanc, established Fort Flam in the mouth of the Gulf. By maintaining Blanc's lead at Fort Flam, Oscar eager-mindedly led a small group south to Helmsport, Sail To balder gate, and a petition for reinforcements for the isolated fortress, which in 1987 dr.[16] of the 15th century[edit | until the late 15th century DR, the flaming fist had changed from a mercenary group to the police and military force of the Balder Gate. [2] This section is a chic one. You can help us by expanding it. Appendix[edit | edit source] Appearance[edit | edit source] Adventures Murder in Baldu's Gate Baldu's Gate: Descent into Avernus Novels Spawn of Dragonspear Crucible: The Trial of Cyric the Mad Bal game Baltor Gate Baltor Gate: Siege Dragonspear Notes[Edit| Sources[Edit | Editing Source] ^ Siege of Dragonspear: Field Report (PDF). Fear Doug Archived from the original on 2017-10-22. Retrieved on 2017-10-22. ^ 2.0 2.1 Bruce R. Cordell, Ed Greenwood, Chris Sims (August 2008). Forgotten territory campaign guide. (Beach Wizards), pages 94–95. ISBN 978-0-7869-4924-3. ^ 3.0 3.1 3.2 3.3 Jeff Grubb, Ed Greenwood and Karen S. Martin (1987). The Forgotten Territories Campaign Collection (DM Source Book of Territories). (TSR, Inc), p. 34. ISBN 0-8803-8472-7. ^ 4.0 4.1 4.2 4.3 4.4 4.5 Team Beach (1992). Gold & Glory. (TSR, Inc), p. 11. ISBN 1-56076-334-5. ^ 5.0 5.1 5.2 5.3 5.4 5.5 Team Beach (1992). Gold & Glory. (TSR, Inc), p. 9. ISBN 1-56076-334-5. ^ BioWare (December 1998). Designed by James Oehlien. Baldover Black Isle Studios Gate. ^ 7.0 7.1 Jeff Grobe, Ed Greenwood and Karen S. Martin (1987). The Forgotten Territories Campaign Collection (DM Source Book of Territories). (TSR, Inc), p. 35. ISBN 0-8803-8472-7. ^ Ed Greenwood, Matt Sernett, Steve Winter (August 20, 2013). Murder at the Balsor Gate. In Dawn J. Geluso ed. Murder at Balsor Gate (Wizards Beach), c. 4. ISBN 0-7869-6463-4. ^ Wizards RPG Team (2014). timates emergence . (Witches Beach), c 15. ISBN 978-0786965657. ^ Kim Mohan ed. (2015). Sword Beach Adventurer Guide. 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